



COMPANY PROFILE

DONDOO STUDIOS

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WHO WE ARE?

ABOUT US

Dondoo Studios is an **augmented intelligence software development company** specializing in **virtual- and augmented reality** technologies.

Our Mission is to provide an innovation oriented facility with a **deep understanding of human mechanics** and the technical ability to build **experiences that are intuitive, interactive**, engaging and have real world value.

We are the leader in the development of high-end **VR and AR content** is South Africa and actively pursuing international markets to become an **international player** in the development of the latest and greatest interactive experiences.

COMPANY **TIMELINE**

Founded

By James Gaydon and Divesh Naidoo. Dondoo Studios began as a high-end commercial animation studio, producing animated content for television and online commercials.



Import First VR Hardware

Dondoo imported one of the first Oculus rift DK2 VR development kits to land in South Africa and began experimenting with the technology.



Partnership & Structure

Dondoo acquired a strategic investment partner in the form of Left Post Productions. Chaired by Coenie Middel, founder and director of Middel and Partners.



Up To Date

Dondoo has worked with high profile clients and brands such as Glencore, Anglo American, The University of Pretoria, Sony Pictures Television, and MultiChoice, developing cutting edge VR and AR content for mobile, and high end VR and AR devices.

Research VR & AR

Gaydon and Naidoo began research in to the emerging technologies of virtual reality (VR) and augmented reality (AR).



Experiment with Innovation Tech

Developing various VR based proof of concept projects to showcase to brands and industrial clients.



Develop New Strategy

The new board of directors of Dondoo Studios consisting of Middel, Gaydon, Naidoo, and Jacqui Person developed a strategy to produce high end VR and AR based content for brands and industrial clients.



OUR TECH

Dondoo is the leader in the development of high-end VR and AR content in South Africa. With access to the latest VR technologies (Oculus Rift and Go, HTC Vive, and PlayStation VR) and the latest AR technology (Microsoft HoloLens and Daqri helmet) Dondoo is becoming an international player in the development of the greatest interactive experiences.



**VIRTUAL
REALITY**



**AUGMENTED
REALITY**



**MIX
REALITY**



**MOBILE
APPLICATION**

OUR VR PRODUCTS



MOPANI PLANT VIRTUAL REALITY WALKTHROUGH

Created an interactive design reviewal environment which allows individuals involved in the design process to immerse themselves in Virtual Reality of Mopani's new concentrator plant. Flaws and inefficiencies in design were identified early on through this VR immersion.



KCC ACID TRANSFER VR TRAINING SIMULATOR

A highly detailed and complex virtual reality training simulation that was built for Glencore's KCC plant. We have created a comprehensive tool that trains workers virtually on the extremely dangerous acid offloading process. The tool monitors and tracks all user progress giving administration insight on the skill level of trainee.



ANGLO PLATINUM VR VEHICLE SIMULATOR

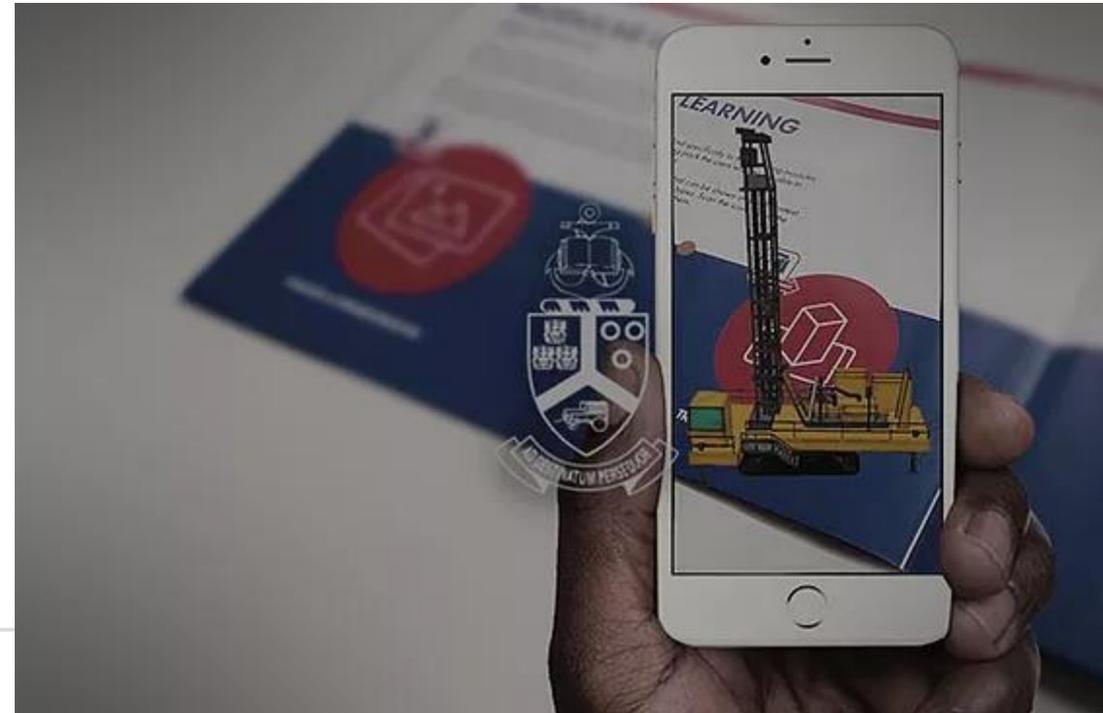
A VR based real-world training simulation was build for Anglo Platinum' newest underground mining technology. This bespoke solution was aimed at reducing the training time for new employees, through a more immersive simulated environment. The results exceeded all expectations.



OUR AR PRODUCTS

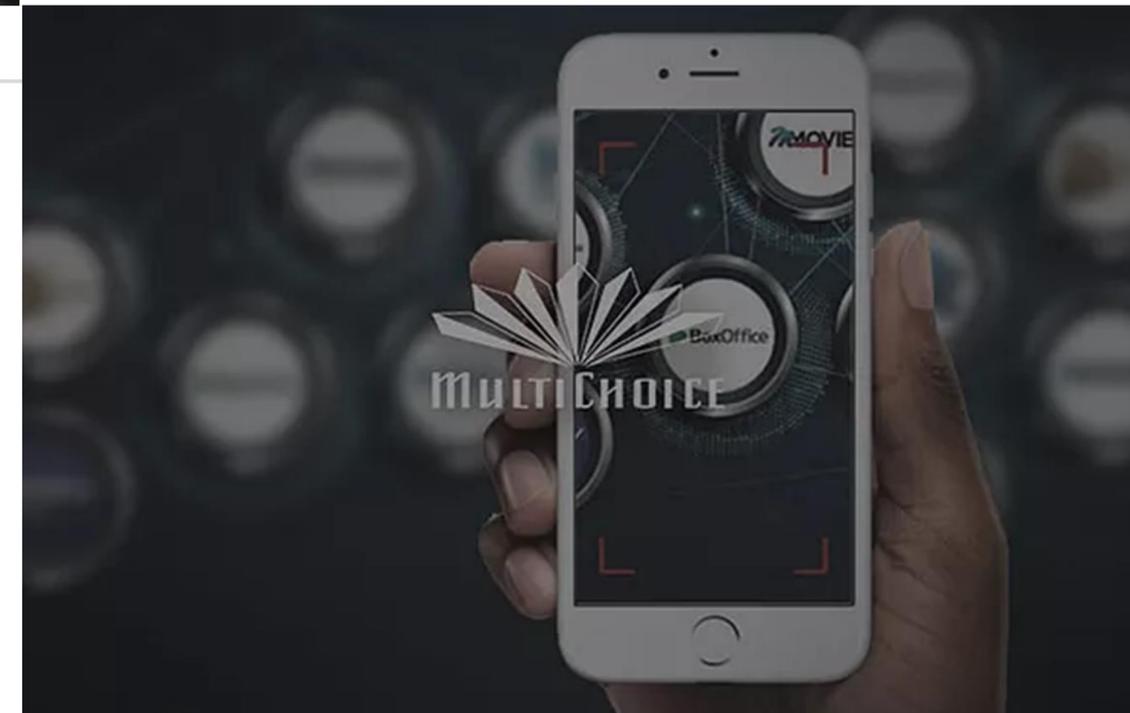
RHINO AWARENESS MARKER BASED AUGMENTED REALITY

In association with Sony Pictures Television, Gautrain, Wondermerk and Rage, we created SafarEye. Users are able to scan a marker and view life size AR rhinos, take pictures and selfies with them, and post on social media. The campaign was aimed at raising awareness on rhino poaching.



MULTICHOICE LIVE AUGMENTED REALITY

Allows people to engage with the Multichoice brand in the first ever immersive AR experience. The work also included a Virtual Reality experience. The AR content reacts to the user interaction in a hyper realistic 3D recreated environment.



UNIVERSITY OF PRETORIA MARKET BASED AR EDUCATION

AR enhance the education experience of students at one of the leading universities in Africa. This unique product design, combines various technologies including native applications, game engines and content platforms. The results have been astounding and we are now developing additional applications for the education market.



OUR AR PRODUCTS



DINOS ALIVE BROADCAST AUGMENTED REALITY

Only one of two companies globally to produce a Broadcast AR solution. The technology was developed together with Expo Africa for out-of-home edutainment which allowed for crowds to interact with dinosaurs that were seamlessly superimposed into the real world environment in real time.

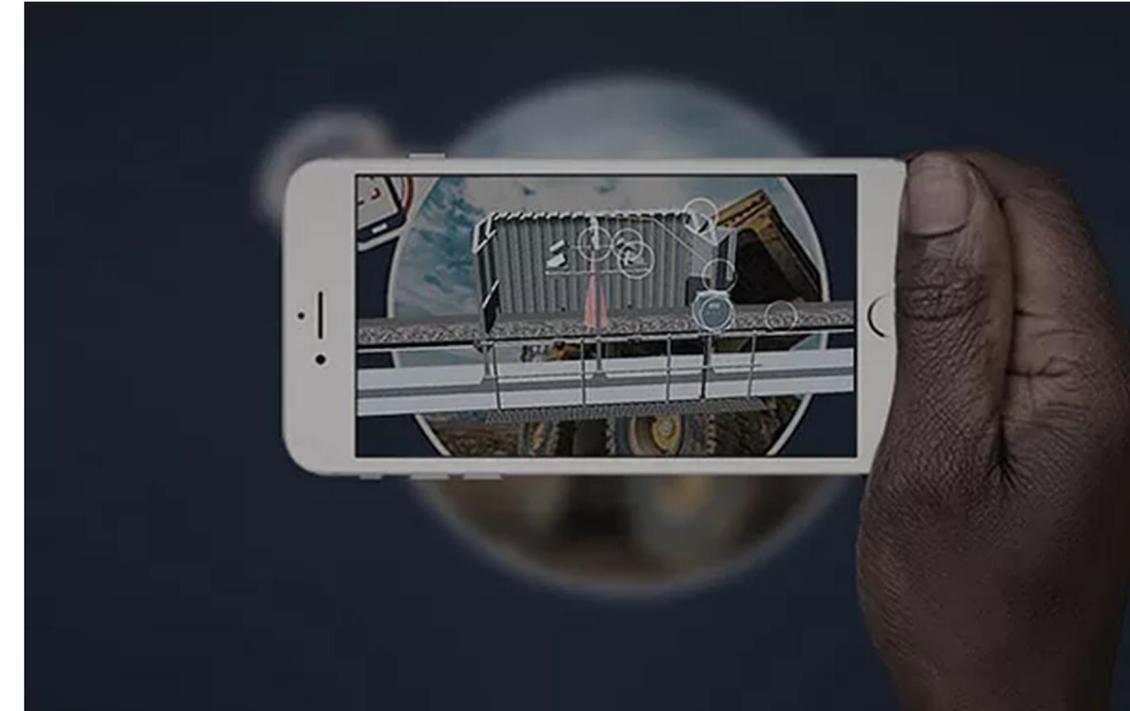
BEKA SCHRÉDER MAKER-LESS AUGMENT REALITY

A marker-less augmented reality application allows consumers to test Beka Schreder's extensive lighting catalog. The application features hyper realistic 3D models with physically accurate IES lighting profiles, as well as the ability to view a miniature city block in 3D with interchangeable custom lights.



KUMBA IRON ORE AUGMENTED REALITY TRAINING

Created an AR app to showcase Kumba Iron Ore's newest and most exciting technological developments. Various AR experiences from triggered audio guides, to fully interactive 3D animations were used.





INDUSTRIAL/MINING

EDUCATION

ENTERTAINMENT

RETAIL

ARCHITECTURE

GAMIFICATION

HEALTH CARE

OUR CLIENTS



Intelligent Blasting



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